



EDITORS



THE ORPHANAGE

CREDITS

A product of The Orphanage, Inc.

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Magic Bullet® Editors 2 – End-User Guide

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SECTION: UPDATE

WHAT IS MAGIC BULLET EDITORS 2?

Magic Bullet Editors 2 is a finishing tool for digital movies, commercials and web productions. Developed at **The Orphanage**, a digital film production and post-production company, it was designed to allow ultimate creative control over digital projects while maintaining the highest possible quality, with a particular eye towards mimicking the characteristics of motion picture film inside your video editor.

Magic Bullet Editors 2 brings the power of **Look Suite**, a tool for mimicking various film processes and shooting styles, a brand-new tool, **Deartifactor** for cleaning up DV and HDV chroma problems, and **Misfire** for generating a wide variety of film characteristics. These tools run inside popular video editing tools including Adobe Premiere Pro, Apple Final Cut Pro, Apple Motion 2, Avid Xpress Pro and Sony Vegas as plug-ins.



Please note that while Magic Bullet was invented at **The Orphanage**, all sales, support, and marketing inquiries should be directed to **Red Giant Software** at www.redgiantsoftware.com or (260) 625-5343.

WHAT'S NEW IN MAGIC BULLET EDITORS 2?

This upgrade offers a number of new features and exciting speed enhancements. There are three major enhancements in this version.

LOOK SUITE

Look Suite is the creative centerpiece of Magic Bullet Editors. Here you will find a selection of more than 65 preset Looks—10 new in this version—that you can apply to your footage, or you can design your own. The new version includes the new **DeepColor RT** engine that features GPU-accelerated preview and rendering capabilities on supported graphics cards. In addition, Motion 2 is now supported with an FX Plug version for use natively in Motion 2.

NEW LOOKS

Look Suite provides the power of 10 new looks from the blue looks of Echo Blue, created to mimic the look of “The Island” to Crime Scene, a look inspired by CSI and other crime dramas. See the New Look Description section for more information.

MB DEARTIFACTOR

Magic Bullet Editors 2 now features the chroma repair tool from Magic Bullet Suite for After Effects. The **MB Deartifactor** does not do deinterlacing and frame rate conversion like After Effects but does clean up chroma problems so that you can upconvert your media to higher quality codecs or go straight to DVD with smoother results.

INSTALLATION

MAC OS SYSTEM REQUIREMENTS

Apple Power Mac G4 or G5 (dual-processor recommended)
Apple Final Cut Pro HD (4.5) or 5.0
Apple Motion 2
Mac OS X 10.3.9 or 10.4.2 or later and 1 GB of RAM or more
nVidia or ATI graphics card with 128 MB of RAM (see GPU Requirements)

WINDOWS SYSTEM REQUIREMENTS

Intel Pentium 4 single or dual-processor system or equivalent
Adobe Premiere Pro 1.5 or later
Avid Xpress Pro 4.6.5 (or other AVX 1.5 compatible system)
Sony Vegas 5.0 or later
Windows XP and 1 GB of RAM or more
nVidia graphics card with 128 MB of RAM (see GPU Requirements)

INSTALLING MAGIC BULLET EDITORS 2

We'll bet you've inserted the Magic Bullet Editors CD and run the installer before ever looking at this manual, and that is indeed the first step in installing the plug-ins for your editing application.

The installer will find any copies of Final Cut Pro on Mac OS or Premiere Pro 1.5 on Windows and drop two items into the Plug-ins folder: **Look Suite**, and a folder called Misfire which contains the 14 **MisFire** plug-in components. If you are using Avid Xpress Pro or Sony Vegas you will also find an installer on the Windows disc as well in the appropriate folder. In addition, the installer now includes the **MB Deartifactor** plug-in.

During the install you will prompted for a serial number to authorize your

individual copy. This serial number is tied to your purchase. If you do not enter a serial number during installation, you can run the software in demo mode. Demo mode renders a logo over your footage. If you want to authorize your copy after choosing demo mode, please run the installer again and enter the serial number when prompted.

If you are not able to get Magic Bullet Editors 2 functioning even after re-installing, and rebooting, contact Red Giant Software support by sending email to **support@redgiantsoftware.com**. You can also access technical information on our web site at **www.redgiantsoftware.com**.

GPU REQUIREMENTS FOR LOOK SUITE

Look Suite 2 requires a recent graphics card to get acceleration using the **DeepColor RT** engine. The plug-in will automatically test your card on startup. If a supported card is found, the GPU switch in Look Suite will automatically be enabled and the DeepColor RT engine will be used for rendering during preview and final output to disk. If a supported graphics card is not found, then the Look Suite will fall back to the software engine automatically.



Remember that you need to enable the GPU switch in the user interface to activate the **DeepColor RT** render engine. By default, the presets should enable the GPU if it is available. If you would prefer to use the CPU engine, simply turn this switch off.

MAC OS X VIDEO CARD SUPPORT

We recommend the following cards for use with Look Suite 2. In general, the faster the card, the faster the playback and render speed will be with Look Suite 2. Final Cut Pro and Motion 2 will provide different levels of performance depending on a host of factors including media size (SD or HD), codec (DV, HDV, uncompressed, etc.), hard disk or RAID speed will determine your actual playback and render speed. We support the following cards on Mac OS X.

nVidia GeForce 6800 GT/Ultra DDL

ATI Radeon 9600 Pro/XT

ATI Radeon 9700 Pro

ATI Mobility Radeon 9700

ATI Radeon 9800 Pro/XT

ATI Radeon X800 XT/X850XT



Because of user interface constraints in Final Cut Pro, the GPU switch will not appear in a disabled state. If you find that the speed of the rendering is 2 frames second or less, then the DeepColor RT engine is not being used. In Motion 2, the DeepColor RT is used at all times making the GPU switch redundant.

MAC OS X SPEED EXPECTATIONS

The type of graphics card will absolutely alter the speed of output and playback in Final Cut Pro and Motion 2. We recommend that use Unlimited RT (Final Cut Pro HD) or Dynamic RT (Final Cut Pro 5.0) to optimize the playback on the timeline. You can get better speed in Motion 2 by following the guidelines on Apple's support web site entitled **Motion 2: How to improve real time performance** (<http://docs.info.apple.com/article.html?artnum=301502>).

The following table shows the expected playback speed in Motion 2 with an NTSC DV timeline using different supported graphics cards. Different looks will give different playback speeds—your playback speed will vary.

	Video Card	Playback speed
Good	ATI 9600 Pro/XT	5-8 fps
Better	ATI 9700 Pro/9800 Pro/XT	7-12 fps
Best	ATI X800 XT/X850 XT nVidia 6800 GT/Ultra DDL	10-18 fps

WINDOWS XP VIDEO CARD SUPPORT

We recommend the following cards for use with Look Suite 2. In general, the faster the card, the faster the playback and render speed will be with Look Suite 2. Adobe, Premiere Pro, Avid Xpress and Sony Vegas will provide different levels of performance depending on a host of factors including media size (SD or HD), codec (DV, HDV, Uncompressed, etc.), and hard disk or RAID speed. We support the following cards on Windows XP.

nVidia 6600 GT/6800

nVidia Quadro 540

nVidia 6800 GT/Ultra

nVidia Quadro 1400/3400/4000

nVidia 7800 GT/GTX

nVidia Quadro 4400/4500

On Windows XP, only nVidia brand of video card is supported with this release because these cards have optimized drivers and hardware features that deliver the best speed with Windows XP.

WINDOWS XP SPEED EXPECTATIONS

The type of graphics card will absolutely alter the speed of output and playback in your video editor. We recommend that use draft or lower quality modes to maintain real time playback on lower end video cards. Using a PCI Express-based system with a PCI Express graphics card will yield the best playback and render speeds.

The following table shows the expected playback speed in Sony Vegas 6 with an NTSC DV timeline using different supported graphics cards. Different looks will give different playback speeds—your playback speed will vary.

	Video Card	Playback speed
Good	nVidia 6600 GT nVidia 6800 nVidia Quadro 540	8-12 fps
Better	nVidia 6800 GT/6800 Ultra nVidia Quadro 1400/3400/4000	14-21 fps
Best	nVidia 7800 GT/GTX nVidia Quadro 4400/4500	23-30+ fps

Only nVidia-based graphics card are supported on Windows XP in this release. The current release as of this release is nVidia 77.77. PLEASE USE THE LATEST DRIVER UPDATE ON WINDOWS TO ASSURE COMPATIBILITY AND PERFORMANCE.

NEW LOOKS

In addition to the acceleration, ten new looks are provided. The following are the descriptions for the new Looks.

Bossy Pink

With lots of contrast and a strong light pink grad, this look will turn grays to glossy brass or gold. Try varying the post gamma to open up the shadows.

Big Country

This look adds a little contrast and very little diffusion, with popping bright greens and reds. Use on a clean image for tremendous outdoor punch.

Bleach Bypass Light

This variation of Bleach Bypass is less aggressive in the contrast and is suitable for low key images. The shadows open up in this version so use with caution on noisy footage.

Crime Scene

Use it on your next crime scene set in your favorite metropolis.

Echo Blue

Adds a blue tone to the highlights while keeping the image in balance with gold tones in the blacks. Try on your next escape scene.

King of Pain

Inspired by the sharp blue hues of the Lord of War, this look add contrast and darkens the image. Try adjusting post gamma to a negative value on darker footage.

Night Time 2

A day for night variation for brighter daylight footage. The look keeps the blacks at a reasonable level with less saturation in the blue tones.

Paper White

A paper variation of black and white inspired by gold tone movie posters.

Red Light

A warm red tone plus moderate contrast shifts make the red hotter and the blues move to purple tones.

Soft Screen

Based on Un-bloom, this variation add milky areas to the shadow and pop to the greens. Slightly warm and contrasty compared to the original.

DEARTIFACTER

Magic Bullet Editors 2 now include the popular deartifacting filter from Magic Bullet Suite. This tool does not support frame rate conversion or deinterlacing. MB Deartifacter supports chroma reconstruction that will smooth edges of outlines and objects to provide better looking output when you upconvert to other codecs, are using green screen or blue screen material for keying or intending to go to DVD MPEG-2 or MPEG-4 output formats.

There are three options in the Deartifacter plug-in:

DV/HDV

This option does 4 sample chroma reconstruction to compensate for 4:1:1 or 4:2:0 sampling

HDCAM

This option does 3 sample reconstruction to compensate for 3:1:1 sampling

Broadcast

This option does 2 sample reconstruction to compensate for 4:2:2 sampling

If you are working with high-quality sources like HD 4:4:4 YUV video, then the Deartifacter is simply not required.

